



Sorcerer 1
CLASS & LEVEL
Mountain Dwarf
RACE/ANCESTRY/HERITAGE
<b>STR</b> <b>-1</b> 9
<b>DEX</b> <b>+1</b> 13
<b>CON</b> <b>+3</b> 16
<b>INT</b> <b>+0</b> 10
<b>WIS</b> <b>+1</b> 12
<b>CHA</b> <b>+2</b> 15

**+2** PROFICIENCY  
BONUS

#### SAVING THROWS

- 1 Strength Saves
  - +1 Dexterity Saves
  - +5 Constitution Saves \*
  - +0 Intelligence Saves
  - +1 Wisdom Saves
  - +4 Charisma Saves \*
- \* Prof. bonus added

ARMOR CLASS (AC)	INITIATIVE	SPEED
11	+1	25 ft.
		Armor Worn: none

HIT POINTS      HIT DICE  
9                  1d6

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft. *Hit:* 1d6-1 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Fire Bolt Cantrip.** *Ranged Spell Attack:* +4 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

CLASS & LEVEL

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

**-1** PROFICIENCY  
BONUS

INITIATIVE

SPEED

ARMOR  
CLASS  
(AC)

ARMOR  
CLASS  
(AC)

HIT POINTS      HIT DICE

9                  1d6

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft. *Hit:* 1d6-1 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Fire Bolt Cantrip.** *Ranged Spell Attack:* +4 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

## CLASS

### Sorcerer Class Features [PHB p. 99]

- Wild Magic Surge (after casting spell, 1 in 20 chance of rolling on the effects table found on PHB p. 104)
- Tides Of Chaos (gain adv. on attack, ability or save roll once betw. long rests)

### SORCERY

#### SPELLS

##### Spellcasting [PHB p. 201]

Spell Attack Modifier +4  
Spell Save DC 12

**Cantrips Known:** *Blade Ward, Dancing Lights, Fire Bolt, Prestidigitation*

#### Prepared Spells

1st Level (2 slots): *Magic Missile, Mage Armor*

### EQUIPMENT & TREASURE

#### Carried Gear [PHB, p. 143]:

two (2) daggers, quarterstaff, herbism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 12 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 5 gold pieces (gp); 3 silver pieces (sp); 21 copper pieces (cp); 3 gems (worth 10 gp each)